

Title: A Gargish Guide

Author: Bailos

On a bright day on the Dagger Isle in the office of Dryzzid, I was given the task of completing a thesis on the lives, habits, and to confirm all this nonsense about them or not.

On the first day of my quest, I took simple steps to try and slink around their main habitat. I stepped through the gate into Ilshenar and walked to their mountain stronghold. I was very surprised when I wasn't even greeted by so much as a glance. As a matter of fact, no gargoyle were to be seen at all. I continued through, looking, studying their homes and tents, only to find that I had come a little early in the morning. As they began to awake, I quickly turned and fled into the shadows.

I continued to observe them for the rest of the week there, scrutinizing every motion they made, every conversation that was had, every spell cast, every purchase made. After many days and nights, I finally began to understand their social structure. The Gargish young must undergo several tests

to determine which sect they fit into.

The strong are guards, then warriors and so on untill finally, the weak are shopkeepers. I find it most ammusing, yet very intelligent that they have the sense to heal each other in battle. Aside from not being able to flee their little prision, the gargoyles do not seem to be very unhappy. Perhaps it is because they cannot think on their own, but then again, who is to say. So, gargoyles are actually quite similar to the living and their society in that they communicate together, they protect each other, they heal each other, and they will defend their homes with either their brute strength, or their powerful magics.

Aside from the occasional journey into the realm of Britania, most gargoyles spend their entire lives within their stronghold in the mountains of Ilshenar defending what, who knows....After I finally found that I had discovered all I needed too, I packed up my camp and decided to pay a visit to a shopkeeper. I bought both of the books he had available, but I did not read them. While they are truely intelligent beings, for monsters, they did not live up to the non-sense that was billed of them... Sometimes all it

takes to show them
how its done is to
carry with you three
things: a smile, a
stern word, and
backup. (End)

BAILOS,
Necromancer of the
Ebon Skull.....